

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An electronic apparatus having a game function and a phone function, comprising:

an interruption key to ~~instruct~~initiate an interruption of a game process~~being~~ in execution;

a first register to which a first predetermined value is set in response to ~~[[an]]~~ operation of said interruption key;

an interrupting means for interrupting mechanism which interrupts said game process when a setting of said first register indicates said first predetermined value ;

a detector which detects~~detecting means for detecting~~ an incoming phone call~~of a phone~~;

and

a setting means for setting mechanism which sets said first predetermined value ~~in said~~ into said first register in response to a detection of said incoming phone call.

2. (Currently Amended) An electronic apparatus according to claim 1, further comprising a storing means for storing mechanism which stores current game data into a memory when said first register indicates said first predetermined value.

3. (Currently Amended) An electronic apparatus according to claim 1, further comprising a determination means for determining mechanism which determines whether said game process is in execution or not, wherein said setting ~~means~~mechanism sets said first predetermined value into said first register when said game process is in execution and said detector detects an incoming phone call.

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4. (Currently Amended) An electronic apparatus according to claim 1, further comprising:

a restart key to ~~instruct~~ initiate a restart-resumption of said game process;

a second register to which a second predetermined value is set in response to [[an]] operation of said restart key; and

a restart means for restarting mechanism which resumes said game process when setting of said second register indicates said second predetermined value.

5. (Currently Amended) An electronic apparatus according to claim 1, further comprising:

a display means for displaying which displays a game screen; and

a modifying means for modifying mechanism which modifies a tone of said game screen in response to a detection of said incoming phone call.

6. (Currently Amended) An electronic apparatus according to claim 1, wherein said game process is executed according to a program downloaded from an outside source by said phone function.

7. (Currently Amended) A processing method of an electronic apparatus having a game function and a phone function, and provided with an interruption key, comprising the steps of:

(a) interrupting a game process ~~being~~ in execution in response to [[an]] operation of said interruption key;

(b) setting operation data to a predetermined value upon operation of said interruption key; and

~~(b)-(c)~~ setting operation data to said predetermined value of said interruption key when there is an incoming phone call ~~of a phone~~.

8. (Currently Amended) A processing method according to claim 7, further comprising
 [[a]] the step of (e)-(d) storing current game data in response to the operation of said interruption
key or the said incoming phone call of said phone.

9. (Currently Amended) A processing method according to claim 7, further comprising a
the step of (e)-(e) modifying a tone of a game screen being in execution in response to the
incoming phone call of said phone.

10. (Currently Amended) A program executed by an electronic apparatus having a
 game function and a phone function, and provided with an interruption key, comprising the steps
 of:

(a) interrupting a game process ~~being~~ in execution in response to [[an]] operation of said
 interruption key;

(b) setting operation data to a predetermined value upon operation of said interruption
key; and

~~(b)~~(c) setting operation data to said predetermined value of said interruption key when
 there is an incoming phone call of a phone.

11. (Currently Amended) A storage medium storing a program executed by an electronic
 apparatus having a game function and a phone function, and provided with an interruption key,
 comprising the steps of:

(a) interrupting a game process ~~being~~ in execution in response to [[an]] operation of said
 interruption key;

(b) setting operation data to a predetermined value upon operation of said interruption
key; and

~~(b)~~(c) setting operation data to said predetermined value of said interruption key when

there is an incoming phone call of a phone.

12. (New) The processing method according to claim 7, wherein the electronic apparatus further includes a restart key, further comprising the steps of:

pausing said game process when said operation data is set to said predetermined value;
continuing to pause the game process while the restart key has not been operated; and
resuming the execution of the game process upon operation of the restart key.

13. (New) The program according to claim 10, wherein the electronic apparatus further includes a restart key, wherein the electronic apparatus further includes a restart key, further comprising the steps of:

pausing said game process when said operation data is set to said predetermined value;
continuing to pause the game process while the restart key has not been operated; and
resuming the execution of the game process upon operation of the restart key.

14. (New) The storage medium storing the program according to claim 11, wherein the electronic apparatus further includes a restart key, wherein the electronic apparatus further includes a restart key, further comprising the steps of:

pausing said game process when said operation data is set to said predetermined value;
continuing to pause the game process while the restart key has not been operated; and
resuming the execution of the game process upon operation of the restart key.

15. (New) The electronic apparatus of claim 1, wherein the interruption of the game process in execution further comprises:

a pausing mechanism which pauses the game process in execution and which maintains the pause of the game process until the game process execution is resumed.

16. (New) The electronic apparatus of claim 4, wherein resuming the game process

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further comprises:

a clearing mechanism which removes said first predetermined value from said first register and removes said second predetermined value from said second register.

17. (New) The processing method according to claim 12, wherein resuming the execution of the game process further comprises the step of:

setting said operation data to a value other than said predetermined value.

18. (New) The program according to claim 13, wherein resuming the execution of the game process further comprises the step of:

setting said operation data to a value other than said predetermined value.

19. (New) The storage medium storing the program according claim 14, wherein resuming the execution of the game process further comprises the step of:

setting said operation data to a value other than said predetermined value.

20. (New) An electronic apparatus, having a game function and a phone function, comprising:

a pause key to initiate pausing of a game process in execution; and

a pausing mechanism which pauses a game process in execution upon one of the operation of the pause key and occurrence of an incoming phone call.

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